

GIFTS OF THE DARK MOTHER

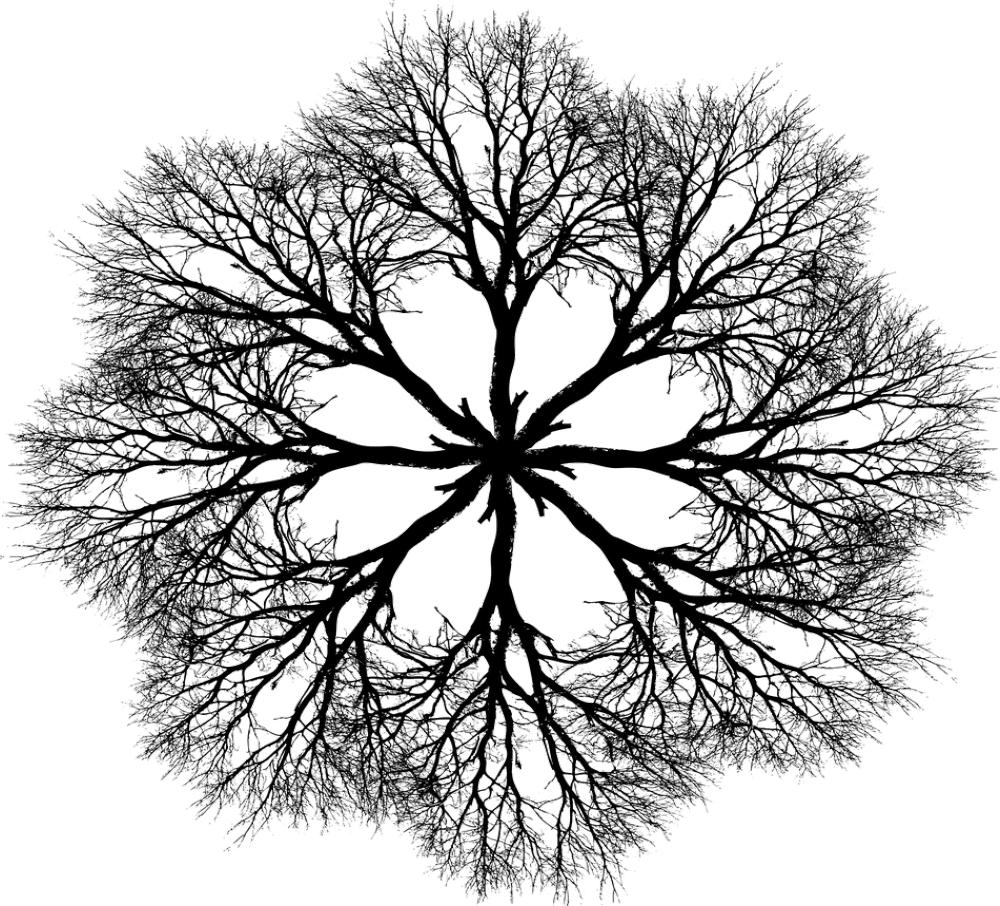


A Sourcebook for VAMPIRE: The Masquerade™

STORYTELLERS
VAULT
SECOND EDITION

GIFTS OF THE DARK MOTHER

Power through Pain



by J Benjamin

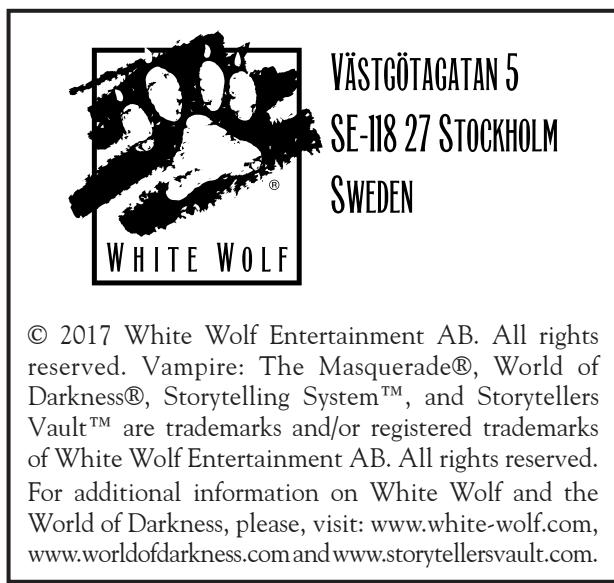
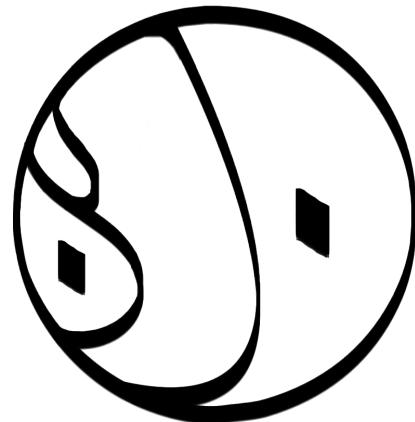


*Sorrow is knowledge, those that know the most must
mourn the deepest, the tree of knowledge is not the tree
of life.*

- Lord Byron

Credits:

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“Ahí hay Lilitu.”

- Rachel Dolium

Her Story

Most Kindred know Lilith as a legendary being who helped Caine unlock the powers inherent to his mystical blood. Exiled from the first garden, Cainite history speaks of Adam's first wife as the one who helped Caine develop the powers that would eventually become Kindred Disciplines. The truth is however, far less cut and dry. Many believe that Lilith merely showed Caine how to learn disciplines she herself could already manifest and Caine simply mimicked the powers she already possessed. In fact, there are those Kindred who consider Lilith and not Caine to be the central creative force to all vampiric abilities.

To those who revere and worship Lilith, such cultists whisper that the Dark Mother possessed blood magic and other powers of her own just as potent as those imitated by Caine himself. These heretical beliefs are largely attributed to questionable text known as the *Revelations of the Dark Mother*, a purported rival to the canonical Book of Nod.

Apart from these core tenets, there are even more blasphemous beliefs by some of Lilith's followers, including those who insist that not all Kindred are descendants of the First Murderer. To these worshippers, among the many monstrous beings birthed by Lilith in the age before the First City, some were indistinguishable from early vampires. There are those who believe that Lilith herself is in fact the first true vampire, and thus the actual progenitor of the entire race. And like Caine, they insinuate that Lilith gifted her own progeny with powers. But unlike Caine, her followers insist that Lilith so adored her offspring that she blessed her Birthed with an awareness about the true nature of creation and existence, bestowing upon them even more useful gifts than any possessed by the bastards of Caine.

This alternate view of Kindred history speaks of a fateful first meeting between the children of Caine and the children of Lilith. Some Kindred say the Birthed

of Lilith sought out the Seed of Caine to receive the embrace, while worshipers of the Dark Mother vehemently deny this claim, believing that Lilith's children sought Caines progeny to bring them closer to acceptance of their still fallible and thus redeemable natures. Whatever prompted the meeting, all sides agree that the outcome was war, with the Children of Caine emerging victorious.

Lilith's progeny who survived this initial encounter stepped into the shadows where they burned with rage. Over the millenia, they've sought vengeance for this first meeting and the subsequent destruction of their sacred gardens and the loss of reverence for their Dark Mother at the hands of Caine's children. Lilith's followers believe they, like their Dark Mother, have been betrayed, first by God, then by Adam, then by his son Caine and finally by his belligerent descendants. This sense of betrayal, each time at the hands of a masculine being, is central to the theology of Lilith.

Whatever name such followers choose to call themselves in the modern nights, Bahari, Lhaka, Lilin, Ki-sikil-lil-la-ke, they all believe that pain leads to revelation and only through exposing the children of Caine to their ancestral sins can they truly find salvation, a salvation found in the service of the Dark Mother. To those Kindred who adopt this change, gifts believed handed down in the First Nights by the Dark Mother herself, these changes are only a taste of the

rewards for ecstatic worship.

This supplement offers new options for these vampiric followers of Lilith in the World of Darkness. These options can be as rare and difficult to acquire in a particular chronicle as the Storyteller sees fit. The vast majority of these options are possessed by kindred who have secluded themselves from others of their race for centuries, either in the unknown libraries of the Black Hand, or in plain sight as a loyal Cainite in the Camarilla, never revealing their true beliefs for fear of destruction. Uncovering these features can be the goal of an entire campaign and the gifts of the Dark Mother may prompt a vampire to suddenly find themselves the target of an Inquisition, a Hunt or worse at the hands of former allies and clan members. The teachings of Lilith in the modern nights are not a welcome subject in most kindred societies and those who develop aberrant new abilities would do well to come up with alternative explanations for their sudden appearance.





Mageía: The First Sorcerors

"Behind every beautiful thing, there's some kind of pain."

- Bob Dylan

Those Kindred who acknowledge Lilith as teacher and instructor to Caine fall short of granting the Dark Mother any form of blood gifts of her own. But those who follow Lilith point out that only one who has the patience and diligence to plant a seed and watch it grow, a trait possessed by Abel and certainly not Caine, have the temperament to develop something as complex as a ritual and as compelling as a blood spell. To these followers, Lilith was then and is now, not merely a teacher, but a master. Some even argue that aside from being the first vampire, Lilith was also the first magician. It was her understanding of magic that allowed her to teach Caine and later her own children how to cultivate long-lasting effects that remained even after the spent fury of Caine's blood spurted and boiled out from his veins.

Followers of Lilith who possess these magics call themselves *mágissa*, and they believe themselves to be wielders of the first True Blood magic or *mageía*. *Mageía* is taught to be Lilith's response and cultivation of her own inner pain at being cast out from the first garden. In the face of remorseless and unapologetic paternalistic antagonists, Lilith intermixed her pain with the power of her blood to force comprehension, awareness and even stronger emotions in those who wronged her despite their carelessness in face of their own wanton cruelty. As she wandered in exile, she learned again the value of resiliency and developed great fortitude, both physically and emotionally and also learned to draw strength from the burning wrath

towards those who had wronged her in the past. Caine and his children's subsequent betrayal of her and her progeny led her to turn these magics into powerful weapons against her former lover and his offspring.

For game purposes *mageía* functions like the Thaumaturgy Discipline and can be used to represent such powers. Unlike Thaumaturgy however, characters can only learn *mageía* from a *mágissa*. While it is not unheard of, *mágissa*'s are almost entirely female. The secrets of Lilith's blood magic is closely guarded and its practice by non-followers of Lilith's wider teachings is generally viewed as cause for immediate destruction, regardless of a region's rules or authoritative body of laws. In fact, most *mágissa*s view other forms of blood sorcery, including Thaumaturgy and Necromancy as perverted modifications of an intensely personal connection to blood and the ideology of cultivating one's inner path. Hence, it is rare to find a *mágissa* who knows any form of blood sorcery outside of *mageía*. To these believers, the steadfast commitment to harvesting and cultivation of one's perceptions form the hallmarks of the Dark Mother and are corrupted by turning these lessons outward to shape the material world. For this reason, while it is possible for non-*mágissa* to learn their rituals, it is rare to find a practitioner willing to part or even acknowledge such expertise. However, learning such a ritual generally involves an Intelligence + Occult roll to translate a *mageía* ritual to another magical framework with the base time for such a task equal to two weeks per level of the ritual in question.



PATH OF LAMENTATION

This path is considered by many within the orthodoxy of Lilith as the oldest and first form of blood sorcery ever created. Practitioners use their own blood and pain to mystically tap into the physical form and mental psyches of their victims, causing them to feel a deeper connection to their own dormant pathos and warp their perceptions to a degree where pain and its effects take on deeper implications.

Each power of this path is rumored to have come from the teachings of Lilith herself. Their effects reflect her sense of betrayal and torment over the loss of partners and children throughout her earliest nights. For this reason, these powers require more than a passing acquaintance with a target in order to be effective. For any of the powers to take effect, the mágissa must have spent at least one minute in close physical proximity to her target so that she can mystically attune herself with her victim's physical and emotional psyche. The nature of this intimacy can be entirely superficial, a silent and quick elevator ride, a few rushed sentences to the evening desk sergeant or even a simple request for directions is enough to fashion such a connection.

While the path focuses on inducing pain, to a mágissa, these abilities stem from a genuine desire to bring enlightenment and repentance on their targets, a fact usually lost on their victims. Cruel and vengeful mágissa are less philosophical about the path's application, dispersing its consequences as they see fit. The effects of this path apply to mortals, lupines, ghouls and Cainites alike. Lilith, as Dark Mother to a host of monsters, had a dark connection to all types of supernatural creations.

• SEEK TORMENT

This power causes the victim to temporarily ignore their anxieties over long-standing phobias and fears and instead seek them out. It does not remove these underlying maladies but instead merely induces in the victim a desire to suffer the pain or humiliation they know awaits them.

System: The mágissa can use this power on any target within her view. For the duration of the effect, the subject becomes drawn to situations and settings which would normally illicit a high degree of mental aversion due to their latent fears and phobias. For instance, a shy target may inexplicably volunteer to be the one to give an important speech in the next few moments, a normally spider-averse individual may decide to hide out the approaching dawn in a claustrophobic attic filled with obvious webbing or a weak-willed neonate may champion an audience with

an elder known to dominate anyone in their presence. The victim must make a Self-Control roll (difficulty 5 + the number of successes the mágissa garnered) when presented with the opportunity to place themselves in a situation they find horrific, unpleasant or worse and that is in keeping with their Psychological Flaws and negative aspect of her Nature.

This power never causes the victim to seek out physically life-threatening situations, or settings that would induce Rötschreck, only those that induce a mild psychological anxiety. This may even cause them to be less careful when choosing a hunting ground or a place to hide. The full situations that may trigger this power are left to the Storyteller but the player is encouraged to work with her to enliven the consequences of this power's effects.

Number of Successes

| Number of Successes | Duration of Effect |
|---------------------|--------------------|
| 1 Success | Five Minutes |
| 2 Successes | One Hour |
| 3 Successes | One Night |
| 4 Successes | Three Nights |
| 5 Successes | One Week |

Duration of Effect

suffered caused her to develop just such a punishment against the proud and paternalistic antagonists she suffered through during the first nights.

System: The mágissa must intone a small one sentence rhyme of her choosing, audible to the target and roll normally. The target resists with a Willpower roll (difficulty of the mágissa's Manipulation + Empathy). For the duration, anytime the target attempts to use a Discipline power that requires them to make a roll that uses Manipulation as part of that power's success, on a botch the power the kindred attempted to manifest on a victim, manifests on themselves instead. For example, a command to kneel or cough may force a would-be Dominator to suddenly take a knee or cough unexpectedly. More potent powers, for instance those that induce derangements, force obedience or allow possession may backfire completely.

The full consequences of this power are left to the Storyteller, but should highlight the worse outcomes that a tormentor would have preferred to inflict upon their victims. Only the mágissa knows the duration of this power, the victim may grow to wonder just how long these 'mishaps' may occur, causing them to fear any application of their domineering abilities.

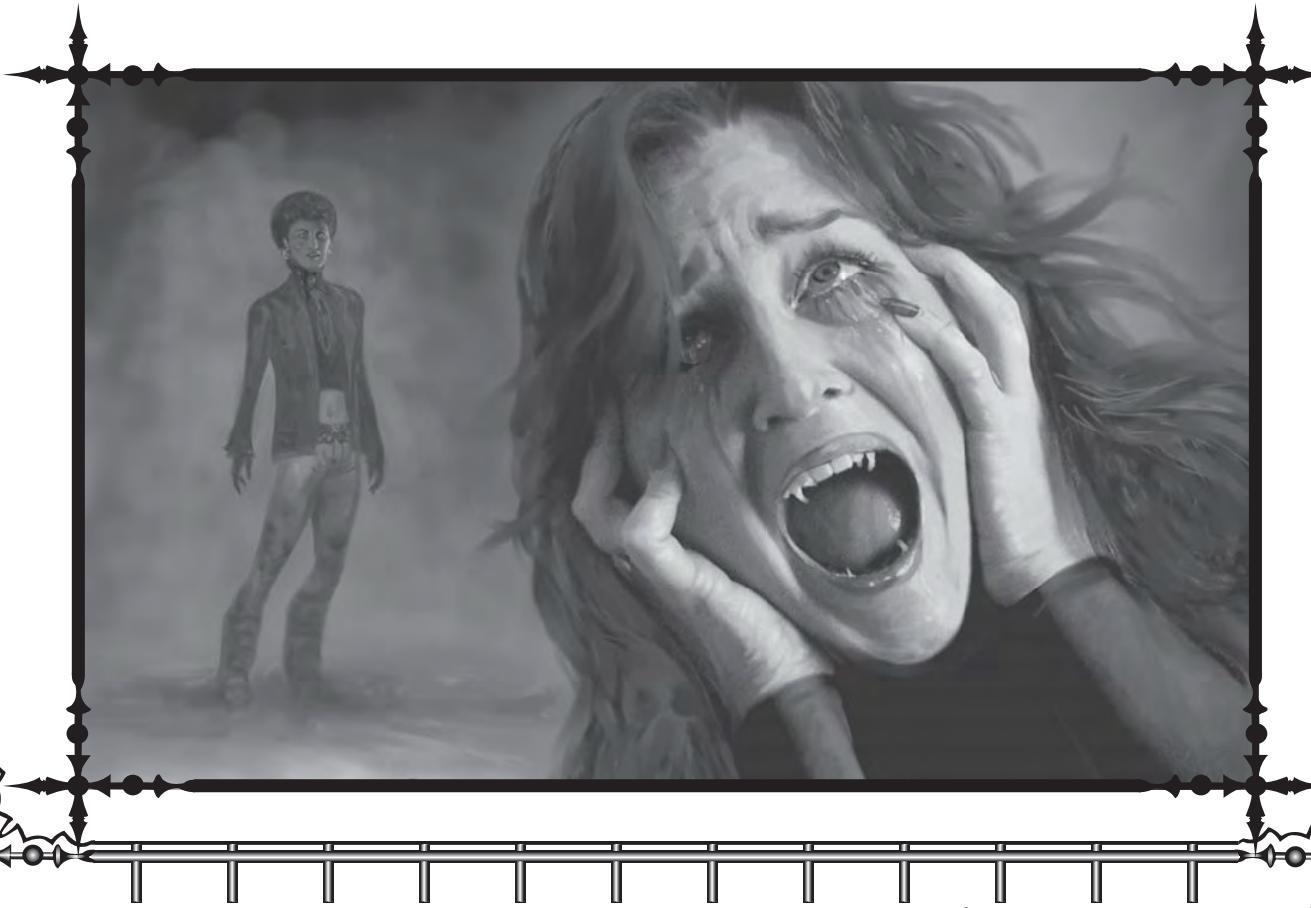
Number of Successes

| Number of Successes | Duration of Effect |
|---------------------|--------------------|
| 1 Success | Five Minutes |
| 2 Successes | One Hour |
| 3 Successes | One Night |
| 4 Successes | Three Nights |
| 5 Successes | One Week |

Duration of Effect

•• Penance Echo

There is a saying among certain mortal practitioners that in the world of magic what you send out comes back times three. This power has the ability to reflect a vampire's most potent abilities over others back upon themselves. It is rumored that the humiliations Lilith





••• MAGNIFY PAIN

With a touch, the mágissa can cause a victim's ordinary wounds to become much worse than normal, making them fear even the most mundane of encounters.

System: The mágissa must touch the target and roll normally. The target resists with a Willpower roll (difficulty of the mágissa's Manipulation + Empathy). The victim treats all bashing damage as lethal damage and all lethal damage as aggravated damage for a period of time determined by the number of successes gained by the mágissa.

| Number of Successes | Duration of Effect |
|---------------------|--------------------|
| 1 Success | Five minutes |
| 2 Successes | One hour |
| 3 Successes | One night |
| 4 Successes | Three nights |
| 5 Successes | One week |

•••• HALO OF SUFFERING

With this power, a vampire can perceive the subtle and not so subtle traces of psychic trauma that clings to mortals and supernatural beings alike. Similar to the perceptive abilities by those who practice auspex, this power grants a mágissa the ability to view crackling halos resembling faint sparks of lightning above individuals' heads in magnitudes equal to the strength of trauma inflicted upon them by the target of this ability. The

intensity of these fulminations is in direct proportion to the pain, physical or emotional, caused by the victim, allowing the mágissa to see the full extent of a creature's web of torment.

System: The player must lock eyes on the target of this power and roll Perception + Empathy (difficulty 8); each success indicates the intensity of the trauma caused by the target the mágissa is able to detect in those around her as well as the duration of the effects. A mild success may allow the mágissa the ability to notice individuals the target has recently caused several physical pain upon while a greater success may light up a room full of individuals whose passing conversation with the target left them moderately displeased. Any individual whose halo indicates a severe trauma inflicted upon them has such a connection to the target of this power that the mágissa can use this connection to harm the target indirectly. Any such individual who is outright killed or reduced to a Crippled or Incapacitated state while this power is in effect causes a single level of bashing damage to the target of this power. Particularly cruel practitioners of this path are fond of capturing ghoul's of a hated enemy, and torturing them to near death, only to bring them back to consciousness, knowing full well the pain they are causing on their masters.

| Number of Successes | Sensitivity /Duration |
|---------------------|--|
| 1 Success | Caused lasting physical damage or severe emotional |

| | |
|---------------|--|
| | trauma strong enough to leave a lasting phobia (10 minutes). |
| 2 Successes | Caused severe physical or emotional damage that can be healed and recovered from, usually with a few days rest (1 hour). |
| 3 Successes | Caused minor physical harm or emotional angst, such as being an active antagonist to a victim's goals or obstacle to their success (6 hours). |
| 4 Successes | Caused pain on someone or something they care about, directly or indirectly or supports a rival, or has a particularly odious affiliation (1 night). |
| 5 Successes | Caused a brief emotional reaction, such as an off-hand comment or a purposeful insult (2 nights) |
| Trauma | |
| Irrevocable | Halo Appearance |
| Severe | Strong, flashing streaks |
| Significant | Occasional strong flashes |
| Minor | Occasional sparks |
| Negligible | Dim, pulsating flickers |
| | Light haze |

••••• UNFILTERED SENSES

The vampire completely unclutters the target's mind and body, allowing the victim to be overcome by even the slightest of sensory inputs. A harmless kiss, a camera flash, even a loud voice can be agony to the mágissa's victim of this power. Perversely enough, many followers of the dark mother are fond using this ability on their own acolytes, bringing their neonates to heights of pain in an effort to unlock untold ecstasies.

System: The mágissa must touch the victim and spend two points of Willpower. The player then makes a Manipulation + Expression roll against a difficulty equal to the victim's Willpower. If successful, the victim becomes incredibly sensitive to any input to all of their senses. While afflicted, all bashing damage the victim takes is considered lethal damage. Additionally, any physical contact the victim has, from something as simple as a light pat on the back to a clumsy bump against the wall becomes too much to bear for the target. Such contact forces the target to make a Willpower

roll, or be stunned and unable to act next turn. The victim can also be forced to make such a roll when they hear any sound above a whisper, witness any light brighter than a dim candle in a dark room, smell any scent stronger than a soft fragrance or taste any flavor stronger than lukewarm water. The target of this power can attempt to suppress these consequences, and this Willpower roll, at the beginning of their turn by making a Self-Control roll. If the victim does so, this is the only action, other than movement that the target can make on their turn. Victims of this power only feel at ease by sitting quietly in a pitch black room. A side effect of this power is that even clothes irritate to the target, often causing victims to undress to remove even the harsh brush of fabric.

| Number of Successes | Duration |
|---------------------|-------------|
| 1 Success | One turn |
| 2 Successes | One Minute |
| 3 Successes | Ten Minutes |
| 4 Successes | One Scene |
| 5 Successes | One Night |

PATH OF THE MATRON'S MARK

After being cast from the first garden, Lilith wandered the earth. In her exile, the lore tells of the multitudes of trials and tribulations she met following her expulsion. Lilith created beasts and monsters and took lovers during this time, learning from each experience the joys and pains of companionship and betrayal. This path draws upon Lilith's resilience during these sojourns. Mágissa on this path come to harden their unbeating hearts even more than the typical kindred. They develop resilience against the world, against those who have wronged them, and eventually they learn to break free of those who would attempt to bond them against their will. Masters of this path are said to be able to walk freely among the shapechangers, dance in the daylight and cast judgement on the childe Caine through their connection to the Dark Mother. Unsurprisingly, those who practice the path say they are the embodiment of her will, unchained and a force of vengeance.

Each of these powers produce a supernatural mark upon their targets, visible only to those with supernatural sight. Vampires with Auspex and similar abilities are able to witness faint halos of various distinction, hovering over those affected by these powers while active.

• MARK OF THE SHORT DAWN

With this power, the mágissa gains the ability to temporarily withstand damage caused to her supernatural flesh by rays of the sun. This mark manifests

as a shimmering black crown over the vampires head.

System: The vampire must spend a willpower point and thereafter may spend a blood point each turn for the remainder of the scene to treat all damage from sunlight as lethal damage for that turn instead of aggravated damage, allowing them to soak it as normal. A vampire with ranks in Fortitude, may add an additional amount of dice pool equal to their maximum rating in this path when soaking any damage caused by the sun as long as this ability is active.

•• MARK OF THE FORGIVING MIND

In the wilderness, Lilith learned to suppress the agonies of her past through focusing on tending to new creations and new experiences. This power allows the vampire to temporarily suppress past torments in herself and those around her. The mark that develops from this abilities usage appears as a pale blue halo.

System: The vampire may choose to use this power on herself, or another creature whom she must touch in order to do so. A creature can resist this power by succeeding on a Willpower roll. The target spends 1 blood point and for a duration indicated by the number of successes, the target can suppress all manifestations of a single derangement they are afflicted by. Multiple applications of this power can be gifted to the same target, allowing multiple derangements to be similarly suppressed.

Number of Successes

- 1 Success
- 2 Successes
- 3 Successes
- 4 Successes
- 5 Successes

Duration

- One turn
- One Minute
- Ten Minutes
- One Scene
- One Night

••• MARK OF THE BEAST MOTHER

A vampire with this ability is not always and immediately set up when confronted by a member of the race of Lupines. Their connection to the Dark Mother engenders a vague sense of mystical glamor about them that grants mild resistance to their most devastating abilities and can even influence a shapechangers attitudes towards the vampire. While this power is active, a scintillating mix of green and brown colors pulsates above the vampire's head.

System: The player must expend a Willpower point and for the remainder of the scene, they treat claws and teeth by werewolves as lethal damage instead of aggravated damage. In addition, the vampire may make a Charisma + Expression roll against a difficulty 5. For every two successes, the vampire may add a single die to any Social dice pools made against werewolves for the remainder of the scene.





.... MARK OF THE UNCHAINED HEART

This powerful ability represents Lilith's reflections on the nature of her creator and the exile imposed upon her for refusing to submit to Adam's will. Through these experiences, she developed a righteous anger against the being she should have cherished above all others. With this power, a mágissa can suppress the blood bond in a target for the duration of its effects. A crimson halo appears over the targets head while this mark is active.

System: The vampire can choose to target herself with this power or must lock eyes with her another for this ability to work. Whether she chooses another being or targets herself, the mágissa rolls Manipulation + Occult (difficulty of the target's permanent Willpower). The number of successes indicates the duration that any blood bond afflicting the creature is suppressed. This may mean that the victims true feelings about the target come rushing to the forefront, creating an all-consuming rage or may result in the victim collapsing into a state of horrific catatonia after finally being able to acknowledge the hideous acts committed in the service of their dominator. This may also produce a fear and desire in the target to slay their dominator while the bond is broken. Any lingering effects upon the victim not directly caused by a blood bond, for instance any Dominate or Presence disciplines influencing the target or similar powers are still in effect and may ultimately produce as much fealty to the dominator as a bond. However, for the duration of this power, any new such new effects that are afflicted upon the target are done so as if the target is not bond. In addition, for the duration, a victim who may takes a sip of blood that would normally induce a blood bond, has that bond suppressed until this power wears off, after which any new bonds take effect normally. Finally, each full night a creature is under the effects of this power, counts as one full month for purposes of permanently removing a blood bond from a creature.

..... MARK OF CAINE

At this level of mastery, the mágissa channels her sacred connection to Lilith into an avenging brand. This brand imparts a vengeful side-effect on Kindred who consume their own. The vampire draws forth the resilience she has developed through learning the powers of this path. Through this blood connection, she is able to invoke Lilith's betrayal at the hands of Caine and mark any childe of the First Murderer who has committed the ultimate sin.

System: This power can be used on any target in the character's line of sight. The player rolls Perception + Occult (difficulty 8); each success indicates how long

the effects of this power last. Victims of this power need only fear its effects if they have murdered a mortal in the past month, or have committed diablerie in the past year. If either of these conditions are true, then the victim's veins immediately take on a dark black complexion, visible just below their undead flesh. If the victim committed diablerie, then a dark tattoo suddenly manifests upon their forehead in addition to this alteration of their veins. Those who develop this mark because they have committed diablerie are also afflicted by the multiple personalities derangement for the duration of the power's effect. The number and type of personalities manifested are determined by the number of vampires the target diablerized in the past year and resemble the personalities of these murdered kindred. Each personality is a close facsimile of how the target perceived their diablerized victims to be, and respond to stimuli the victim believes most fitting as a trigger to each of their unique emotional makeups. These personalities perceive themselves to be a close ally of their murderer and do not act in ways that would necessarily harm the original vampire. However, the full range of personalities are left to be discussed between the Storyteller and the player.

| Number of Successes | Duration |
|---------------------|-----------|
| 1 Success | One scene |
| 2 Successes | One night |
| 3 Successes | One week |
| 4 Successes | One month |
| 5 Successes | One year |

RITUALS OF MAGEÍA

Unlike rituals found in other forms of blood sorcery, mageía rituals are not dependent on material components and magical wordplay. Instead, mageía rituals require physical displays of complicated, well-practiced contortions that convey symbolic meanings through aesthetic movements. To a mágissa, expression and the body itself fuel their rituals. Whereas other paths imbue each word, equation, sound and element with a means of influencing the world around them, a mágissa's rhythmic movements, bent limbs, tempo and carefully performed choreography unlock the powers of her blood.

Mageía rituals require a successful Dexterity + Performance roll, for which the difficulty equals the level of the ritual + 3 (to a maximum of 9). Only one success is required for a ritual to work, but some spells may require more successes or have variable effects based on how well the player rolled. Should this roll fail, the spell may simply have no effect, or the Storyteller may come up with an interesting side effect. Should the player botch the roll, it's possible she has contorted her

body in such a way that may have temporarily or have long-term effects on her physical movements. Unless otherwise mentioned, rituals require five minutes per level to cast and a mageía ritual's rating is the lowest level of mageía a vampire may have before attempting to use it.

LEVEL ONE RITUALS

CLOAK OF NIGHT

Those followers of Lilith who know the tale of her return to the garden, speak also of her affair with the Lightbringer. The once beloved of the Creator met her with compassion and gifted her the ability to take to the night's sky. Reenacting this tale through a complex routine enables the vampire a minor boon, much like the one granted to Lilith by her former lover.

System: The player must perform this ritual in an area of unobstructed moonlight. Once performed, for the remainder of the night, the vampire may spend any number of blood points to later activate the effects of this ritual. For each blood spent, the vampire may levitate ten feet upward or descend slowly ten feet downward, directly above a solid, horizontal surface roughly parallel to the earth's surface. For instance, a vampire standing on the roof of a skyscraper may freely use this ability. The vampire can not move vertically using this effect, but may push themselves in a direction once levitating to achieve the desired result. The vampire remains levitating in place until she expends another blood point to descend to a flat surface. It is possible a vampire expends more blood points to ascend than she has remaining in order to safely descend to a flat surface, in which case she remains hovering until dawn, at which point the effect ends immediately. A vampire may also end this effect any time by expending a single blood point. If the vampire runs out of blood or the effect ends prematurely some other way, she immediately falls according to gravity's effects.

While levitating using this effect, the vampires face becomes midnight blue, her hair turns silver and her eyes glow with a soft pale light.

LEVEL TWO RITUAL

ENTRANCEMENT

This ritual has the ability to draw forth the form of Lilith herself, gracing a vampire with a potent reflection of the first woman's beauty and vitality.

System: This ritual requires the dancer to don a mask made of clay or some other earthenware





she crafted with her own hands. It requires two hours of gradually more complex movements that culminates by melding the mask with the vampire's visage for the ritual's duration, altering her form in the process. At the performance's conclusion, the vampire must spend a single Willpower point to complete the ritual. Thereafter, a single Social attribute of the vampire's choosing is raised by the number of successes rolled in performing this ritual. This attribute may be raised even if a feature or effect would limit it from normally being able to be altered. This may result in an exceedingly high rating, which would indicate a vampire's Appearance becomes so astoundingly beautiful mortals are unable to keep from staring or a Charisma so convincing the local sheriff has no choice but to believe your every word.

LEVEL THREE RITUALS

DEFY BONDS

The *mágissa* who performs this ritual taps into the irrepressible free-spirit of Lilith's nature, making the caster incapable of being contained by mundane or even supernatural means.

System: The vampire must spend three blood points to draw out a rough circle upon the ground at the beginning of this ritual's casting. Her performance thereafter requires her to repeatedly cross this blood barrier throughout the ritual's gesticulations.

Afterwards, any time the vampire becomes restrained, for instance through being handcuffed, a simple grapple or being tied up by any other mundane means she may spend a blood point to instantly free herself. This effect may cause handcuffs to suddenly snap open, a creature's grip to falter or a rope to unravel. In addition, after performing this ritual, the vampire cannot be denied entering any space or area protected by magical means, such as wards or other forms of supernatural protective barriers. The effects of this ritual last one night.

LEVEL FOUR RITUALS

TOUCH OF KNOWLEDGE

This ritual imbues the vampire's touch with a connection to the fabled tree of knowledge. Like the myth, the ritual opens the eyes of those she touches to certain truths. Unlike the actual tree, the truths revealed by this ritual are those kept hidden from the subject not through divine means but through Kindred powers.

System: The vampire spends a Willpower point at the conclusion of this ritual's performance. For the remainder of the scene, the vampire may touch an individual and expend a blood point to restore any memories altered by a Kindred power such as Dominate. The target is instantly aware of these memories, which immediately replay in their mind's eye. The number of successes the *mágissa* scores determines how far back the subject is able to remember while a botch indicates



the vampire's touch was unable to break the powers hold and that something unintentionally harmful was stirred subconsciously, causing the victim to be afflicted by a single derangement of the Storytellers choosing. If a target has not had any memories affected by a Kindred discipline, the ritual has no effect on them.

| Number of Successes | Duration |
|---------------------|-----------|
| 1 Success | One night |
| 2 Successes | One week |
| 3 Successes | One month |
| 4 Successes | One year |
| 5 Successes | Ten years |

LEVEL FIVE RITUALS

WOMB OF UNLIFE

This ritual is both feared and coveted by followers of Lilith. It imbues the vampire with the ability of thin-blooded Kindred, regardless of their generation, allowing the vampire to impregnate others or become pregnant for a short period of time. Because of this rituals effects, generally only the most humane vampires perform it, though perverse followers of the Dark Mother have been known to raise fanatically

loyal spawn who burn with a hunger to destroy the offspring of Caine.

System: This ritual takes nine hours to complete and must be performed beneath the unobstructed light of a full moon. At the ritual's conclusion, the vampire expends nine blood points, all of which must have been consumed and drunk from the bodies of newborn babies. Once performed, the vampire gains the ability to impregnate or become pregnant for the remainder of the night. Individuals who were unable to do so in life are still able to do so through the supernatural power of this ritual.

A vampire who becomes pregnant from this ritual must expend a single blood point upon waking each night to feed their unborn. Any time a vampire with child initially finds themselves without blood points in their system, falls unconscious from health damage or falls into torpor, they must succeed on a Stamina roll or else lose their unborn child.

Any child spawned from the effects of this ritual are born as a dhampir which is a half-human, half-vampire hybrid. If both parents of this child were under the effects of this ritual when the child was conceived there is a chance (twenty-five percent) that the child is born stillborn.



Numens: To Those Who Follow

"Terror made me cruel..."

- Emily Bronte

Knowledge

Those who seek the wisdom of the Dark Mother, follow distinctly different paths.

LILITH LORE

You know the alternative history of the first nights and the centuries since then as viewed from a distinctly Lilith-oriented mindset. You are versed in the legends, rumors, rituals and teachings considered sacred to the followers of the Dark Mother and can hold your own against an implacable Noddist as well as counter many of the common beliefs among Cainites with well-researched treatises. You may be able to recognize the subtle arguments and counterpoints used by hidden or ambiguous scholars of the Dark Mother, allowing you to uncover potential followers who hold Lilith in high regard.

- Novice: You know mostly rumor and hearsay.
- Practiced: You have uncovered decent, second-hand knowledge.
- Competent: You have a steady - and reliable - source for second-hand information.
- Expert: You have numerous steady and reliable sources that provide you a great deal of information.
- Master: You have a powerful contact steeped

in the beliefs of those who follow Lilith, along with other sources within the group who provide you intricate and detailed information that only an experienced member could know.

Possessed by: Bahari, Black Hand Members, Lilins, Occultists, Scholars

Specialties: Kindred History, Secrets, Rituals, Witches

Merits and Flaws

In addition to the Merits and Flaws listed in *Vampire: The Masquerade*, the following Traits are presented as optional ways to enhance your character. They are particularly suited to followers of the Dark Mother and should be discussed with your Storyteller during character creation.

PHYSICAL

SMELL OF THE GRAVE (2 PT MERIT)

You exude an odor of pleasant herbal scents which is nearly impossible to mask. Mortals in your immediate present find the aroma relaxing and the difficulty of all Social rolls to affect mortals is decreased by one.



MENTAL

HIGH TOLERANCE TO PAIN (3PT. MERIT)

When you spend a Willpower point to ignore wound penalties, you may ignore these penalties for one additional turn per use of expended Willpower spent.

LINGERING TRAUMA (4PT FLAW)

You cannot stand to be touched by or in close physical proximity to anyone. You avoid any situation that involves coming into physical contact with others and even find it difficult to feed unless your victims are completely docile and comatose. The difficulty of any social rolls is increased by two for one hour following any close, physical contact you were willingly or unwillingly forced to make.

SOCIAL

CARETAKER OF THE INNOCENT (3PT FLAW)

You have a weak spot for a certain type of being that embodies innocence in your eyes, such as children or animals. You are obsessed with ensuring such individuals or groups are exempt from the horrors of your kind and this is your overriding priority in any situation where you encounter these types of being you view as innocent. You may temporarily resist your need to protect them by spending a Willpower point.

NATURAL TEACHER (3PT MERIT)

You are gifted with a certain knack for explaining things which others find helpful. When you purchase this Merit, choose Physical, Social or Mental. This choice can not be changed. When you and another character make a roll that involves teamwork using the attribute you selected, the difficulty for these other characters to succeed on their roll is lowered by one. You must have a Charisma rating of 3 or greater to purchase this Merit.

NODDIST ENEMY (3 PT FLAW)

You have come to the attention of an overzealous historian of Cainite lore. This antiquarian believes firmly in the sacrosanct position of Caine among Kindred history and wishes to reveal you as a blasphemous aberrant believer of false prophecy and heresy. Perhaps your enemy is a high ranking member of the dreaded Black Hand or is a harpy of the Camarilla who hopes to unmask your deviant orthodoxy. In the end, your enemy relishes the night when your beliefs and powers are drawn into the open where they can finally stake you with impunity before their peers.

SUPERNATURAL

FERTILITY SENSE (3PT. MERIT)

You have the ability to tell if a creature is fertile, with child, or currently ovulating by merely tasting a bit of the targets blood.

POTENT MAGEÍA (5PT. MERIT)

Your blood magic is more potent due to your gender. If you are female (or identify as such) and you target a male with one of your mageíá powers, the difficulty to succeed on such magic is one level of success lower for you and the difficulty to resist these powers by a male target are increased by one.



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- New Merits and Flaws

